MAGERIPPER SWARM

A writhing mass of bizarre little creatures swarms across the floor, myriad tentacles waving like antennae. They are eyeless, their bodies little more than gaping jaws filled with teeth, yet they move unerringly toward you.

Crafted Horrors. Magerippers are extremely bizarre creatures. It is highly unlikely that they came about by any natural means and it is generally agreed that they were deliberately created for some unknown purpose. One thing, however, is certain; they are reviled as pests in small numbers and greatly feared in swarms, especially by those who cast magic.

Arcane Diets. The creatures that make up the swarm can subsist on meat, but they thrive on magical energy and prefer to live where that food source is easy to find. Such swarms are real threats in larger cities, where they infest the magic districts and threaten to claim entire shops that deal in anything magical if not quelled. Although they cannot consume the magical energy stored in magic items, the auras of such items still attract magerippers swarms, much as a candle flame attracts moths. The confused and hungry creatures mill about the item until they are destroyed or find something else to eat. Consuming magical energy allows the creatures to reproduce, increasing the swarm's size. Individual swarm members live only for a year or so, but when the swarm devours magic, its constituent creatures

can double their numbers within days. They reproduce asexually, with young budding from the backs of the adults.

Hostile Pets. Beings that are inimical to magic sometimes encourage swarms to inhabit their environs. Magerippers make effective guardians, although they move to more fertile feeding grounds if too few spellcasters inhabit the area. Other creatures sometimes use them to defend against magical assaults. These keepers often cast spells on a helpless captive or capture and bind a spellcaster, leaving the prisoner as food within the swarm's territory. Magerippers are sentient, although their intelligence is no more the cunning of a predator. They are capable of adapting their tactics to fit new circumstances. Though driven largely by the instinct to feed and reproduce, magerippers swarms can modify their behaviour in response to stimuli.

Mageripper Swarm

Medium Swarm of Tiny Aberrations, Chaotic Neutral

Armour Class - 15
Hit Points - 127 (15d8 + 60)
Speed - 30 ft., climb 20 ft.

STR 5 (-3)
DEX 20 (+5)
CON 16 (+4)
INT 6 (-2)
WIS 14 (+2)
CHA 16 (+3)

Skills Perception +5, Stealth +8
Vulnerabilities none
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 15
Languages -
Challenge 5 (1,800 XP)

Proficiency Bonus +3

Traits

Aberrant Swarm.
The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. When the swarm regains hit points, the creatures split and divide into two, creating more of themselves.

Detect Magic.
The swarm can sense the presence of magic within 30 feet of it. It can sense a faint aura around any visible creature or object in the area that bears magic, and knows its school of magic, if any. This effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Dispelling Aura.
At the end of the mageripper swarm's turn it chooses one creature, object, or magical effect in the same space it occupies. One randomly chosen spell of any level on the target ends and the swarm gains 2d4 temporary hit points. The trait does not affect permanently enchanted magical items such as a +1 weapon.

Actions

Multiattack.
The creature makes two bite attacks

Draining Bite.
Melee Weapon Attack: +8 to hit, reach 5 ft., one creature.
Hit: 18 (3d8 + 5) piercing damage and the target must make a DC 15 Wisdom saving throw or have one spell slot at the highest level available to them spent as the creatures absorb their magic. The swarm gains temporary hit points equal to five times the spell's level.